```
                                 H  5

FFFFFFFFFFFFFFF         111              111        XXX         XXX
FFFFFFFFFFFFFFF         111              111        XXX         XXX
FFFFFFFFFFFFFFF         111              111        XXX         XXX
FFF                  111111           111111        XXX         XXX
FFF                  111111           111111        XXX         XXX
FFF                  111111           111111        XXX         XXX
FFF                     111              111           XXX   XXX
FFF                     111              111           XXX   XXX
FFF                     111              111           XXX   XXX
FFFFFFFFFFFF            111              111              XXX
FFFFFFFFFFFF            111              111              XXX
FFFFFFFFFFFF            111              111              XXX
FFF                     111              111           XXX   XXX
FFF                     111              111           XXX   XXX
FFF                     111              111           XXX   XXX
FFF                     111              111        XXX         XXX
FFF                     111              111        XXX         XXX
FFF                  111111111        111111111     XXX         XXX
FFF                  111111111        111111111     XXX         XXX
FFF                  111111111        111111111     XXX         XXX
```

```
_$25

Symb
----
IOC1
IO_C
IO_C
IO_D
IO_F
IO_S
KILL

KILL
KILL
LB_E
LB_D
LB_F
LB_K
LB_L
LOCA
LOCA
LOCK

LOCK
LOCK
LOCK
LOC_
LOC_
L_CO
L_CO
L_DA
L_DA
MAIN
MAKE
MAKE
MAKE
MAKE
MAKE
MAKE

MAKE
MAKE
MAP_
MAP_

MAP
MARK
MARK
MARK
MARK
MARK
```

```
**FILE**ID**MATCHNAME                                   E 11







MM      MM    AAAAAA    TTTTTTTTTT    CCCCCCCC  HH      HH  NN      NN    AAAAAA    MM      MM  EEEEEEEEEE
MM      MM    AAAAAA    TTTTTTTTTT    CCCCCCCC  HH      HH  NN      NN    AAAAAA    MM      MM  EEEEEEEEEE
MMMM  MMMM  AA      AA      TT      CC          HH      HH  NN      NN  AA      AA  MMMM  MMMM  EE
MMMM  MMMM  AA      AA      TT      CC          HH      HH  NN      NN  AA      AA  MMMM  MMMM  EE
MM  MM  MM  AA      AA      TT      CC          HH      HH  NNNN    NN  AA      AA  MM  MM  MM  EE
MM  MM  MM  AA      AA      TT      CC          HH      HH  NNNN    NN  AA      AA  MM  MM  MM  EE
MM      MM  AA      AA      TT      CC          HHHHHHHHHH  NN  NN  NN  AA      AA  MM      MM  EEEEEEEE
MM      MM  AA      AA      TT      CC          HHHHHHHHHH  NN  NN  NN  AA      AA  MM      MM  EEEEEEEE
MM      MM  AAAAAAAAAA      TT      CC          HH      HH  NN    NNNN  AAAAAAAAAA  MM      MM  EE
MM      MM  AAAAAAAAAA      TT      CC          HH      HH  NN    NNNN  AAAAAAAAAA  MM      MM  EE
MM      MM  AA      AA      TT      CC          HH      HH  NN      NN  AA      AA  MM      MM  EE               ....
MM      MM  AA      AA      TT      CC          HH      HH  NN      NN  AA      AA  MM      MM  EE               ....
MM      MM  AA      AA      TT        CCCCCCCC  HH      HH  NN      NN  AA      AA  MM      MM  EEEEEEEEEE       ....
MM      MM  AA      AA      TT        CCCCCCCC  HH      HH  NN      NN  AA      AA  MM      MM  EEEEEEEEEE       ....

LL            IIIIII      SSSSSSSS
LL            IIIIII      SSSSSSSS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II      SS
LL              II        SSSSSS
LL              II        SSSSSS
LL              II              SS
LL              II              SS
LL              II              SS
LL              II              SS
LLLLLLLLLL    IIIIII    SSSSSSSS
LLLLLLLLLL    IIIIII    SSSSSSSS
```

MOD
V04

Table of contents

```
0000           .TITLE  MATCHNAME       Match General Wild Card Specification
0000           .IDENT  'V04-000'
0000
0000   ;
0000   ;****************************************************************************
0000   ;*                                                                          *
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0000   ;*                                                                          *
0000   ;****************************************************************************
0000
0000   ;++
0000   ;
0000   ; FACILITY:  Files-11 Structure Level 2
0000   ;
0000   ; ABSTRACT:
0000   ;
0000   ;       This routine performs the general embedded wild card matching
0000   ;       algorithm.
0000   ;
0000   ; ENVIRONMENT:
0000   ;
0000   ;       VAX/VMS Operating System
0000   ;
0000   ;--
0000   ;
0000   ;
0000   ; AUTHOR:  Andrew C. Goldstein,  CREATION DATE:  10-Aug-1979  11:36
0000   ;
0000   ; MODIFIED BY:
0000   ;
0000   ;       V02-001 MLJ0031         Martin L. Jack, 4-Aug-1981  6:32
0000   ;               Reorganize for simplicity and speed.
0000   ;
0000   ;**
```

```
                     0000          .SBTTL  FMG$MATCH_NAME, general wild card matching
                     0000
                     0000  ;++
                     0000  ;
                     0000  ; Functional Description:
                     0000  ;       This routine performs the general embedded wild card matching
                     0000  ;       algorithm.
                     0000  ;
                     0000  ; Calling Sequence:
                     0000  ;       JSB
                     0000  ;
                     0000  ; Input Parameters:
                     0000  ;       R2 = Length of candidate string.
                     0000  ;       R3 = Address of candidate string.
                     0000  ;       R4 = Length of pattern string.
                     0000  ;       R5 = Address of pattern string.
                     0000  ;
                     0000  ; Implicit Inputs:
                     0000  ;       none
                     0000  ;
                     0000  ; Output Parameters:
                     0000  ;       none
                     0000  ;
                     0000  ; Implicit Outputs:
                     0000  ;       none
                     0000  ;
                     0000  ; Routines Called:
                     0000  ;       none
                     0000  ;
                     0000  ; Routine Value:
                     0000  ;       True if the strings match.
                     0000  ;
                     0000  ; Signals:
                     0000  ;       none
                     0000  ;
                     0000  ; Side Effects:
                     0000  ;       R1-R5 destroyed.
                     0000  ;
                     0000  ;--
                     0000
                 00000000          .PSECT  $CODE$,NOWRT,EXE,WORD
                     0000
                     0000  FMG$MATCH_NAME::
03C0 8F       BB     0000          PUSHR   #^M<R6,R7,R8,R9>        ; Save registers
     50       D4     0004          CLRL    R0                      ; Assume failure
     56       D4     0006          CLRL    R6                      ; Clear saved candidate count
                     0008  ;
                     0008  ; Main scanning loop.
                     0008  ;
     54       D7     0008  10$:    DECL    R4                      ; Pattern exhausted?
     24       19     000A          BLSS    30$                     ; Branch if yes
51   85       9A     000C          MOVZBL  (R5)+,R1                ; Get next character in pattern
2A   51       91     000F          CMPB    R1,#^A'*'               ; Pattern specifies wild string?
     28       13     0012          BEQL    60$                     ; Branch if yes
     52       D7     0014          DECL    R2                      ; Candidate exhausted?
     1F       19     0016          BLSS    50$                     ; Branch if yes
83   51       91     0018          CMPB    R1,(R3)+                ; Compare pattern to candidate
```

```
             EB   13  001B         BEQL    10$                  ; Branch if pattern equals candidate
   25   51   91  001D         CMPB    R1,#^A'%'             ; Pattern specifies wild character?
        E6   13  0020         BEQL    10$                  ; Branch if yes
                  0022   ;
                  0022   ; We have detected a mismatch, or we are out of pattern while there is
                  0022   ; candidate left.  Back up to the last '*', advance a candidate character,
                  0022   ; and try again.
                  0022   ;
        56   D7  0022   20$:  DECL    R6                   ; Count a saved candidate character
        11   19  0024         BLSS    50$                  ; Branch if no saved candidate
        57   D6  0026         INCL    R7                   ; Set to try next character
   52   56   7D  0028         MOVQ    R6,R2                ; Restore descriptors to backup point
   54   58   7D  002B         MOVQ    R8,R4                ;
        D8   11  002E         BRB     10$                  ; Continue testing
                  0030   ;
                  0030   ; Here when pattern is exhausted.
                  0030   ;
        52   D5  0030   30$:  TSTL    R2                   ; Candidate exhausted?
        EE   12  0032         BNEQ    20$                  ; Branch if no
                  0034   ;
                  0034   ; Here to return.
                  0034   ;
   50   01   D0  0034   40$:  MOVL    #1,R0                ; Set success return
 03C0   8F   BA  0037   50$:  POPR    #^M<R6,R7,R8,R9>     ; Restore registers
             05  003B         RSB                          ; Return
                  003C   ;
                  003C   ; We have detected a '*' in the pattern.  Save the pointers for backtracking.
                  003C   ;
        54   D5  003C   60$:  TSTL    R4                   ; Pattern null after '*'?
        F4   13  003E         BEQL    40$                  ; Branch if yes
   56   52   7D  0040         MOVQ    R2,R6                ; Save descriptors of both strings
   58   54   7D  0043         MOVQ    R4,R8                ;
        C0   11  0046         BRB     10$                  ; Continue testing
                  0048
                  0048         .END
```

```
ACL_TYPE        = 00000007
AQB_TYPE        = 00000005
BITMAP_TYPE     = 00000001
CACHE_TYPE      = 00000006
CHIP_TYPE       = 00000008
DATA_TYPE       = 00000004
DIRECTORY_TYPE  = 00000002
FCB_TYPE        = 00000000
FMG$MATCH_NAME    00000000 RG     01
HEADER_TYPE     = 00000000
INDEX_TYPE      = 00000003
MVL_TYPE        = 00000004
QUOTA_TYPE      = 00000005
RVT_TYPE        = 00000003
VCB_TYPE        = 00000002
WCB_TYPE        = 00000001

                                                 +-----------------+
                                                 ! Psect synopsis  !
                                                 +-----------------+

PSECT name                       Allocation           PSECT No.  Attributes
----------                       ----------           ---------  ----------
.  ABS  .                        00000000  (     0.)  00 (   0.)  NOPIC   USR   CON   ABS   LCL NOSHR NOEXE NORD  NOWRT NOVEC BYTE
$CODE$                           00000048  (    72.)  01 (   1.)  NOPIC   USR   CON   REL   LCL NOSHR   EXE   RD  NOWRT NOVEC WORD

                                              +------------------------+
                                              ! Performance indicators !
                                              +------------------------+

Phase                      Page faults    CPU Time        Elapsed Time
-----                      -----------    --------        ------------
Initialization                      30    00:00:00.08     00:00:00.33
Command processing                 127    00:00:00.69     00:00:02.53
Pass 1                              85    00:00:00.67     00:00:02.66
Symbol table sort                    0    00:00:00.00     00:00:00.00
Pass 2                              42    00:00:00.44     00:00:01.15
Symbol table output                  2    00:00:00.02     00:00:00.02
Psect synopsis output                2    00:00:00.02     00:00:00.02
Cross-reference output               0    00:00:00.00     00:00:00.00
Assembler run totals               290    00:00:01.93     00:00:06.72

The working set limit was 750 pages.
2825 bytes (6 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 16 non-local and 6 local symbols.
245 source lines were read in Pass 1, producing 11 object records in Pass 2.
2 pages of virtual memory were used to define 2 macros.
```

```
MOD
V04

; R
```

```
                                        +--------------------------+
                                        ! Macro library statistics !
                                        +--------------------------+

Macro library name                      Macros defined
-------------------                     --------------
_$255$DUA28:[SYS.OBJ]LIB.MLB;1                     0
_$255$DUA28:[SYSLIB]STARLET.MLB;2                  0
TOTALS (all libraries)                             0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/LIS=LIS$:MATCHNAME/OBJ=OBJ$:MATCHNAME MSRC$:FCPPRE/UPDATE=(ENH$:FCPPRE)+MSRC$:MATCHNAME/UPDATE=(ENH$:MATCHNAME)+EXECML$/LIB
```

0171 AH-BT13A-SE
VAX/VMS V4.0

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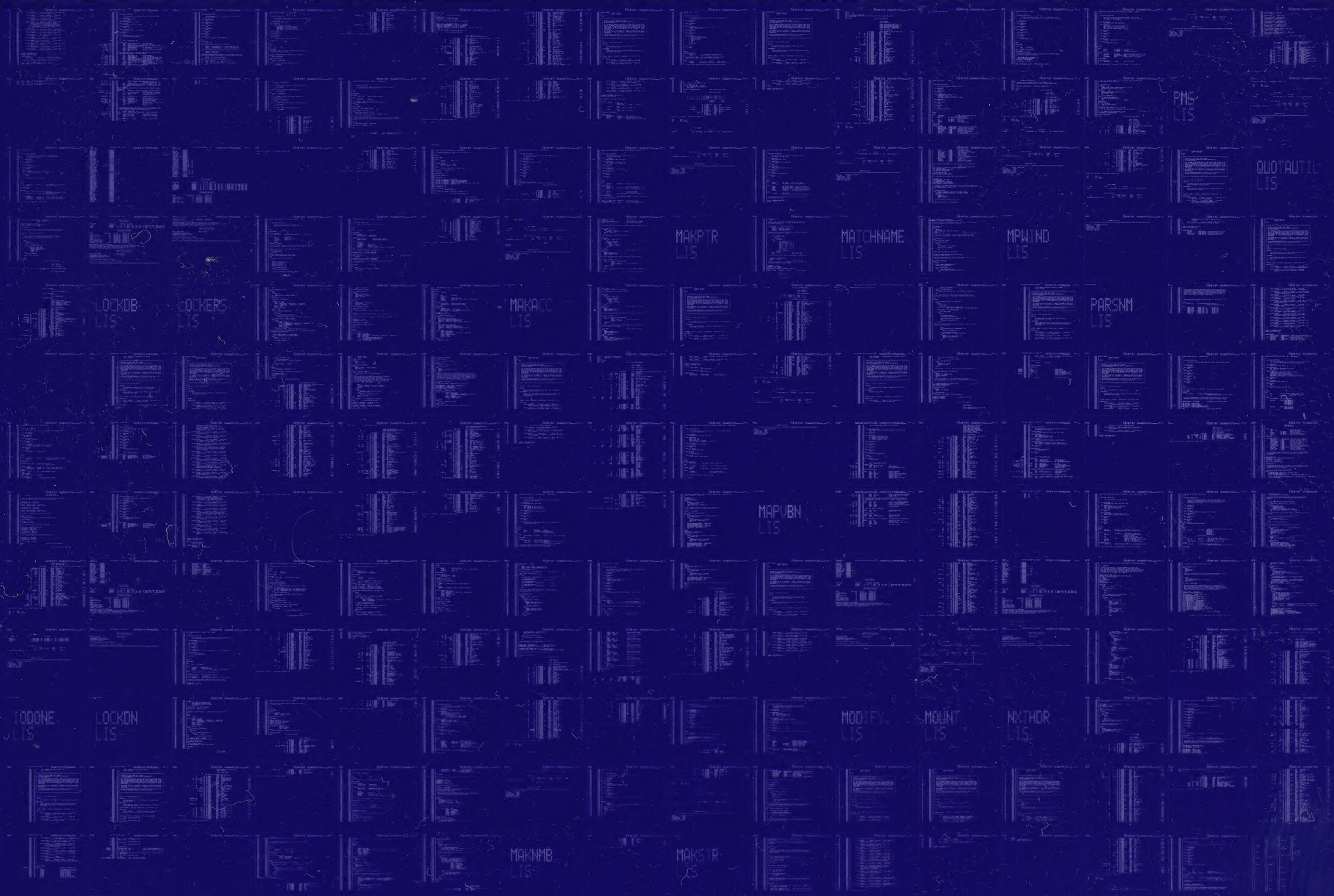

PMS
LIS

QUOTAUTIL
LIS

MAKPTR
LIS

MATCHNAME
LIS

MPWIND
LIS

LOCKDB
LIS

LOCKERS
LIS

MAKACC
LIS

PARSNM
LIS

MAPVBN
LIS

IODONE
LIS

LOCKDN
LIS

MODIFY
LIS

MOUNT
LIS

NXTHDR
LIS

MAKNMB
LIS

MAKSTR
LIS